IN THE CLAIMS

Please amend the claims as follows:

1.   (Currently amended) A method for arbitrating between a first communication device having floor control in a group communication network and a second communication device competing for floor control, the method comprising:

receiving a floor-control request from the second communication device;

comparing respective priority levels of the first communication device and the second communication device;

granting floor control to the second communication device if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

2.   (Original) The method of claim 1, wherein the receiving includes receiving the request from a push-to-talk (PTT) device.

3.   (Canceled)

4.   (Original) The method of claim 1, further including:

interrupting the first communication device after said granting floor control to the second communication device.

5.   (Original) The method of claim 1, further including:

informing participating communication devices in the network that the second communication device has the floor control.

6.   (Original) The method of claim 1, wherein if the second communication device has a lower priority level, informing the second communication device that it has been denied floor control.

7.   (Currently amended) A method for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, the method comprising:

receiving a first floor-control request from the first communication device;

placing the first communication device in a wake-up state;

receiving a second floor-control request from the second communication device;

comparing respective priority levels of the first communication device and the second communication device;

placing the second communication device in the wake-up state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

8.   (Original) The method of claim 7, wherein the receiving includes receiving the request from a push-to-talk (PTT) device.

9.   (Canceled)

10.   (Original) The method of claim 7, further including:

bringing the first communication device out of the wake-up state after said granting floor control to the second communication device.

11.   (Original) The method of claim 7, further including:

informing participating communication devices in the network that the second communication device has been placed in the wake-up state.

12. (Original) The method of claim 7, wherein if the second communication device has a lower priority level, informing the second communication device that it has been denied floor control.

13. (Currently amended) A computer-readable medium embodying a method for arbitrating between a first communication device having floor control in a group communication network and a second communication device competing for floor control, the method comprising:

receiving a floor-control request from the second communication device;

comparing respective priority levels of the first communication device and the second communication device;

granting floor control to the second communication device if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

14. (Currently amended) A computer-readable medium embodying a method for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, the method comprising:

receiving a first floor-control request from the first communication device;

placing the first communication device in a wake-up state;

receiving a second floor-control request from the second communication device;

comparing respective priority levels of the first communication device and the second communication device;

placing the second communication device in the wake-up state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP)

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server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

15. (Currently amended) An apparatus for arbitrating between a first communication device having floor control in a group communication network and a second communication device competing for floor control, comprising:

means for receiving a floor-control request from the second communication device;

means for comparing respective priority levels of the first communication device and the second communication device;

means for granting floor control to the second communication device if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

16. (Currently amended) An apparatus for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, comprising:

means for receiving a first floor-control request from the first communication device;

means for placing the first communication device in a wake-up state;

means for receiving a second floor-control request from the second communication device;

means for comparing respective priority levels of the first communication device and the second communication device;

means for placing the second communication device in the wake-up state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

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17.	(Currently amended) An apparatus for arbitrating between a first communication device having floor control in a group communication network and a second communication device competing for floor control, comprising:

a receiver to receive information over the network;

a transmitter to transmit information over the network; and

a processor communicatively coupled to the receiver and the transmitter, the processor being capable of:

receiving a floor-control request from the second communication device;

comparing respective priority levels of the first communication device and the second communication device;

granting floor control to the second communication device if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

18.	(Currently amended) An apparatus for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, comprising:

a receiver to receive information over the network;

a transmitter to transmit information over the network; and

a processor communicatively coupled to the receiver and the transmitter, the processor being capable of:

receiving a first floor-control request from the first communication device;

placing the first communication device in a wake-up state;

receiving a second floor-control request from the second communication device;

comparing respective priority levels of the first communication device and the second communication device;

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placing the second communication device in the wake-up state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

19.   (Currently amended) A method for arbitrating between a first communication device having floor control in a group communication network and a second communication device competing for floor control, the method comprising:

receiving a floor-control request from the second communication device;

comparing respective priority levels of the first communication device and the second communication device using a push-to-talk (PTT) arbitration algorithm for resolving arbitration conflicts;

granting floor control to the second communication device if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

20.   (Canceled).

21.   (Currently amended) A method for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, the method comprising:

receiving a first floor-control request from the first communication device operating in a first state;

placing the first communication device in a second state;

receiving a second floor-control request from the second communication device operating in a first state;

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comparing respective priority levels of the first communication device and the second communication device;

placing the second communication device in a second state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

22. (Currently amended) A computer-readable medium embodying a method for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, the method comprising:

receiving a first floor-control request from the first communication device operating in a first state;

placing the first communication device in a second state;

receiving a second floor-control request from the second communication device operating in a first state;

comparing respective priority levels of the first communication device and the second communication device;

placing the second communication device in a second state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

23. (Currently amended) An apparatus for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, the method comprising:

means for receiving a first floor-control request from the first communication device operating in a first state;

means for placing the first communication device in a second state;

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means for receiving a second floor-control request from the second communication device operating in a first state;

means for comparing respective priority levels of the first communication device and the second communication device;

means for placing the second communication device in a second state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.